




DARK ADVENTURE

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DARK ADVENTURE: SUB HARNESSES

**CN3
3P
CONTROLS
(JST)**

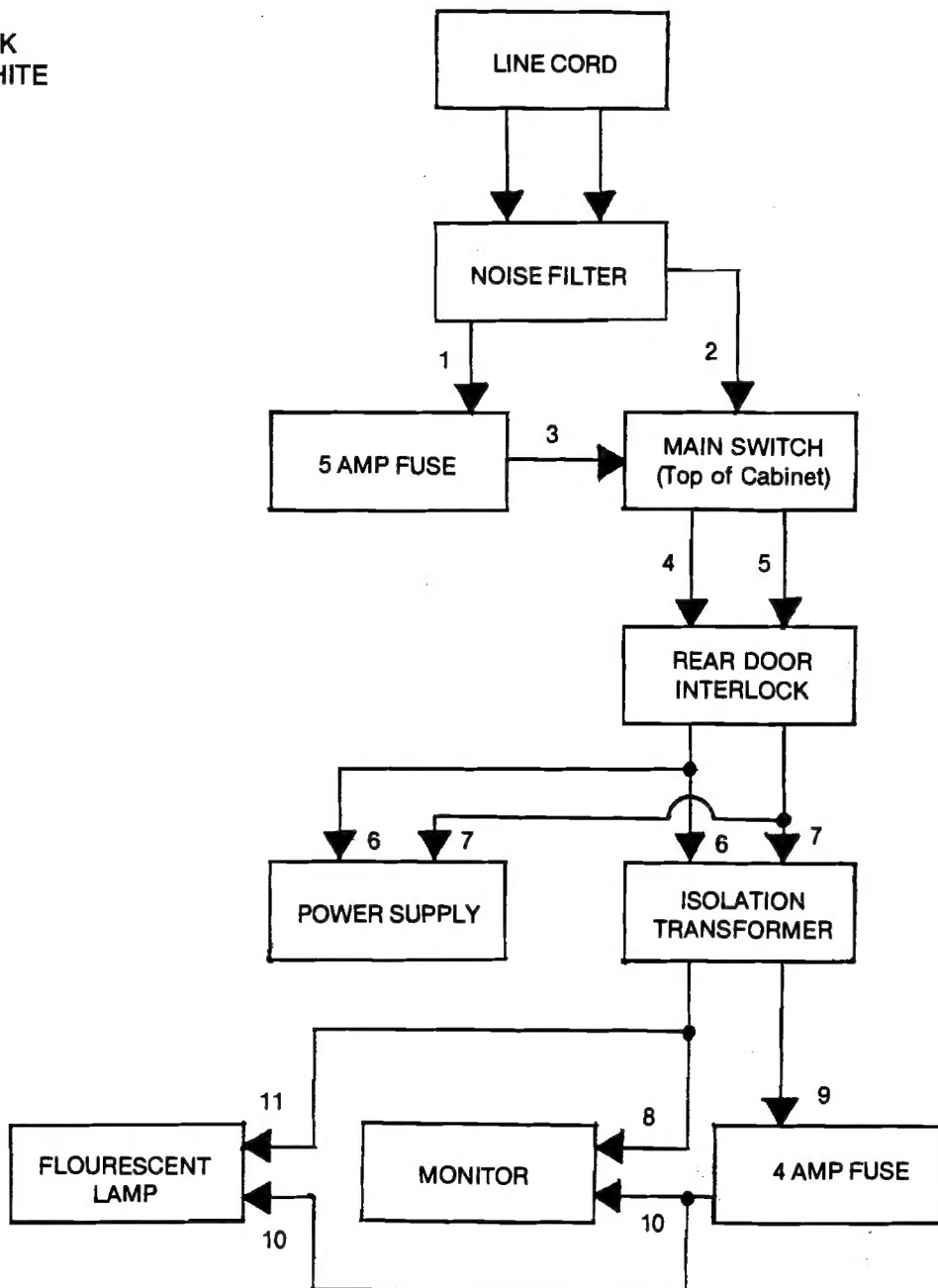
1	COIN 3	RED
2		
3	3P LEFT	WHITE/RED
4	3P RIGHT	WHITE/YELLOW
5	3P UP	WHITE/BLACK
6	3P DOWN	WHITE/BLUE
7	3P JUMP/START	WHITE/BROWN
8	3P ATTACK	WHITE/ORANGE
9	3P DYNAMITE	WHITE/GRAY
10		
11		
12	COIN COUNTER 3	BLUE
13		
14		
15	GROUND	BLACK

**CN8
SPEAKER
OUTPUT
(JST)**

1	SPEAKER +	WHITE
2	SPEAKER -	BLACK
3	SPEAKER -	BLACK
4	SPEAKER +	GRAY

DARK ADVENTURE: AC FLOW CHART

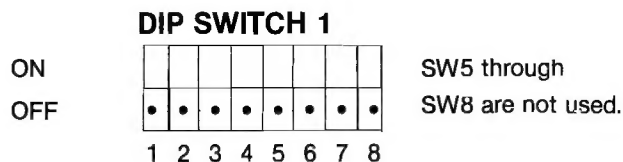
1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE



DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

SW	1	2	3	4	COIN	CREDIT
•	OFF	OFF	OFF	OFF	1	1
	ON	OFF			1	2
	OFF	ON			1	3
	ON	ON			1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF			1	6
	OFF	ON			1	7
	ON	ON			2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF			2	5
	OFF	ON			3	1
	ON	ON			3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF			4	1
	OFF	ON			4	3
	ON	ON			INVALID	



DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	FLIP
•	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
•	OFF	GAME MODE
	ON	CHECK MODE



DIP SWITCH NO. 2 SETTINGS

THE NUMBER OF THE PLAYER'S LIFE

	1	2	NUMBER
•	OFF	OFF	2
	ON	OFF	3
	OFF	ON	5
	ON	ON	7

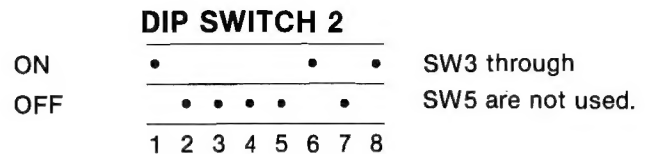
*The number of players life multiplied by the number of credit makes the number of players life for a play

DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
•	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

SOUND

SW	8	SOUND
•	OFF	OFF
	ON	ON



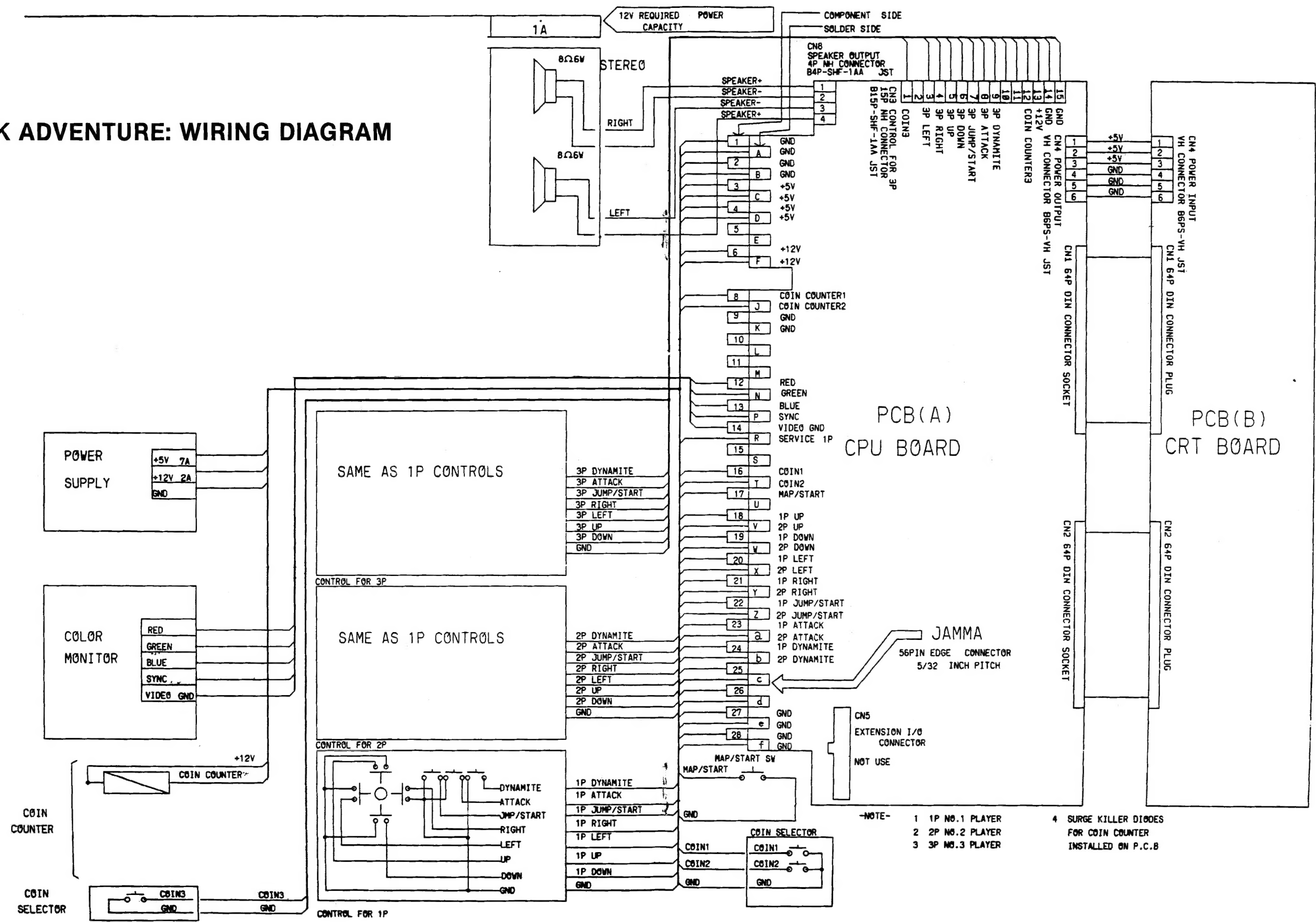
SELF TEST

- How to start.
 - Turn on the SW3 of the DIP SW3.
- Test Items.
 - Color Conditioning.
 - Control Check.
 - Coin Counter Check.
 - DIP SW SET.
 - Sound Check.
 - Video Screen Flip.

*To change items, push MAP button.

*Push 1P SHOOT (JUMP, START) button to change sound.

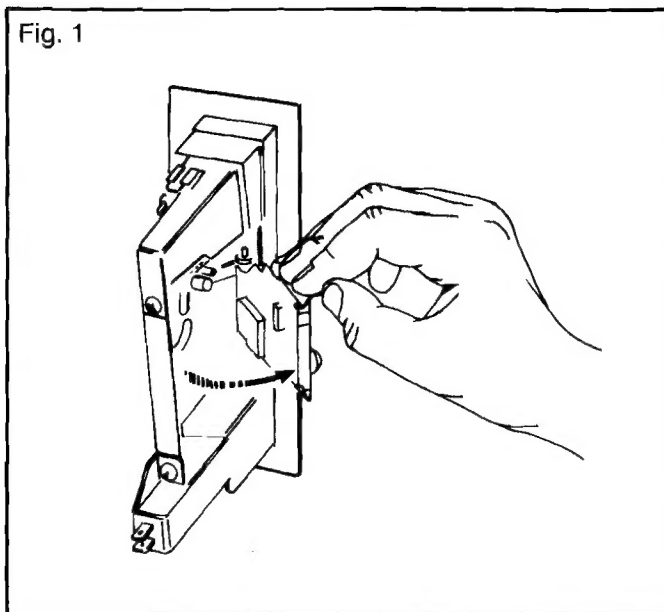
DARK ADVENTURE: WIRING DIAGRAM



Gold Mech: Service Information

CLEANING and CARE of the MECHANISM

Fig. 1



The magnet that is fitted to the mechanism, should be kept clean from foreign particles. The magnet can be cleaned by swinging the gate open. (as shown in Fig. 1). Remove metal filings from the magnet by guiding the point of a screwdriver along the edges of the magnet, such that the filings cling to the screwdriver.

The mechanism can be cleaned by immersing in water using a small brush to clean the mechanism. Rinse the mechanism with boiling water and dry with compressed air.

Note:

Since the Gold Mech relies on coins passing the magnet at a constant speed, the rejector must be free of dirt and grease which may slow down the coins. Do not lubricate the acceptor with oil as this slows down coins.

If the above procedures are not successful, check for worn, bent or damaged parts and replace where necessary.

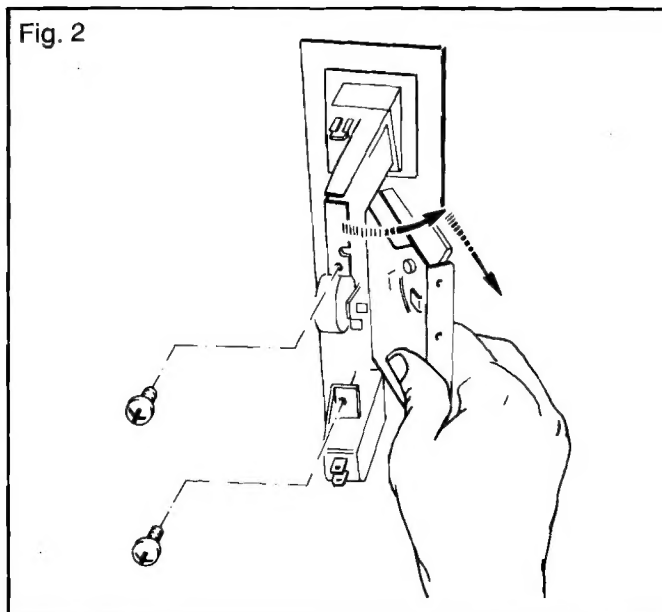
Coin switch

The coin switch comes in two different spring tensions—identified by the color of the plastic boss at the wire's pivot point.

Red: Light tension—U.S. 25¢

White: Heavy tension—heavy foreign coins

Fig. 2

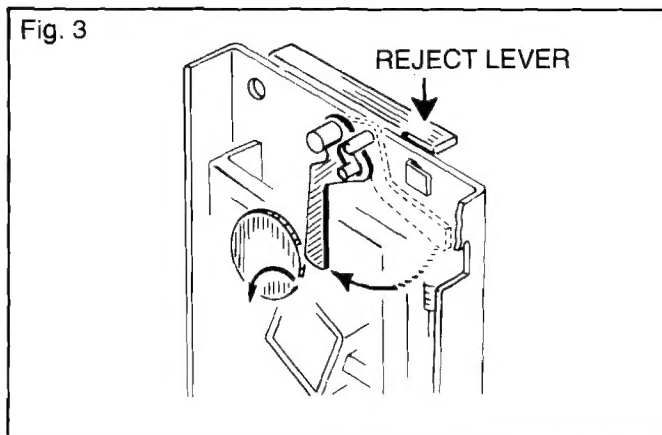


Removal of Mechanism

To remove the coin selector: Unscrew the two screws (as shown in Fig. 2)—swing rear of selector body away from the lock-out side and withdraw.

The Gold Mech Acceptors are designed to require a minimum of maintenance and field adjustment. Coins are checked by diameter and thickness, weight, metal content, bounce, and for ferromagnetic coins such as nickel and steel, a rim test is also used.

Fig. 3

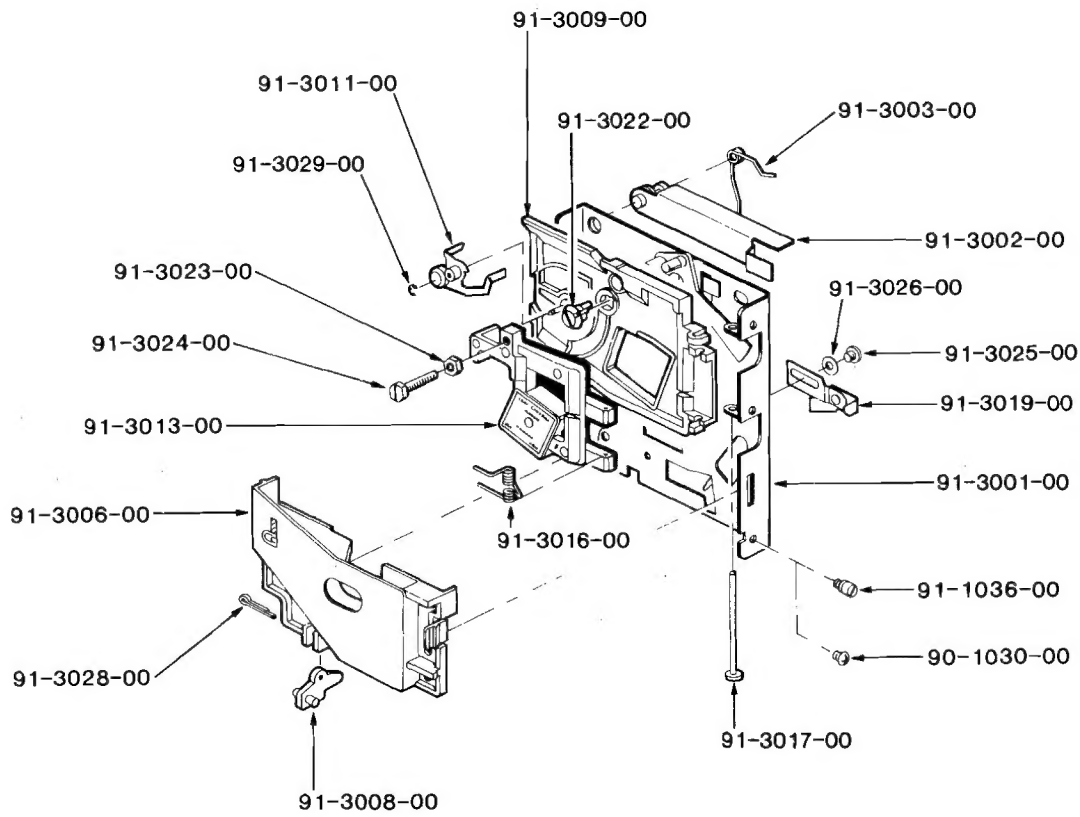


The Magnet

Coins that are too thick will fail to pass between the magnet and the backplate of the mechanism; and will be cleared by the magnet wiper when the reject lever is actuated. (Fig. 3)

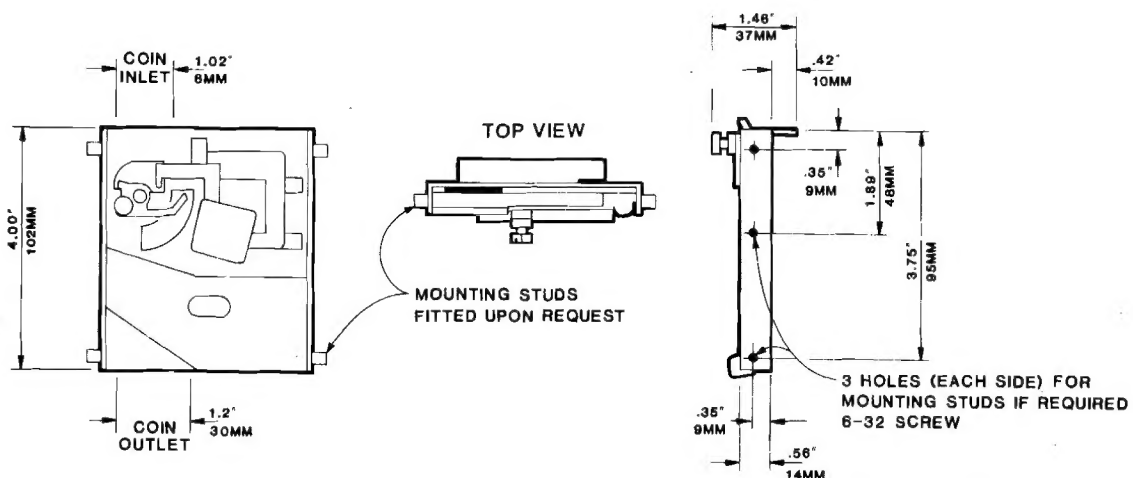
Gold Mech

Engineering Data and Parts List



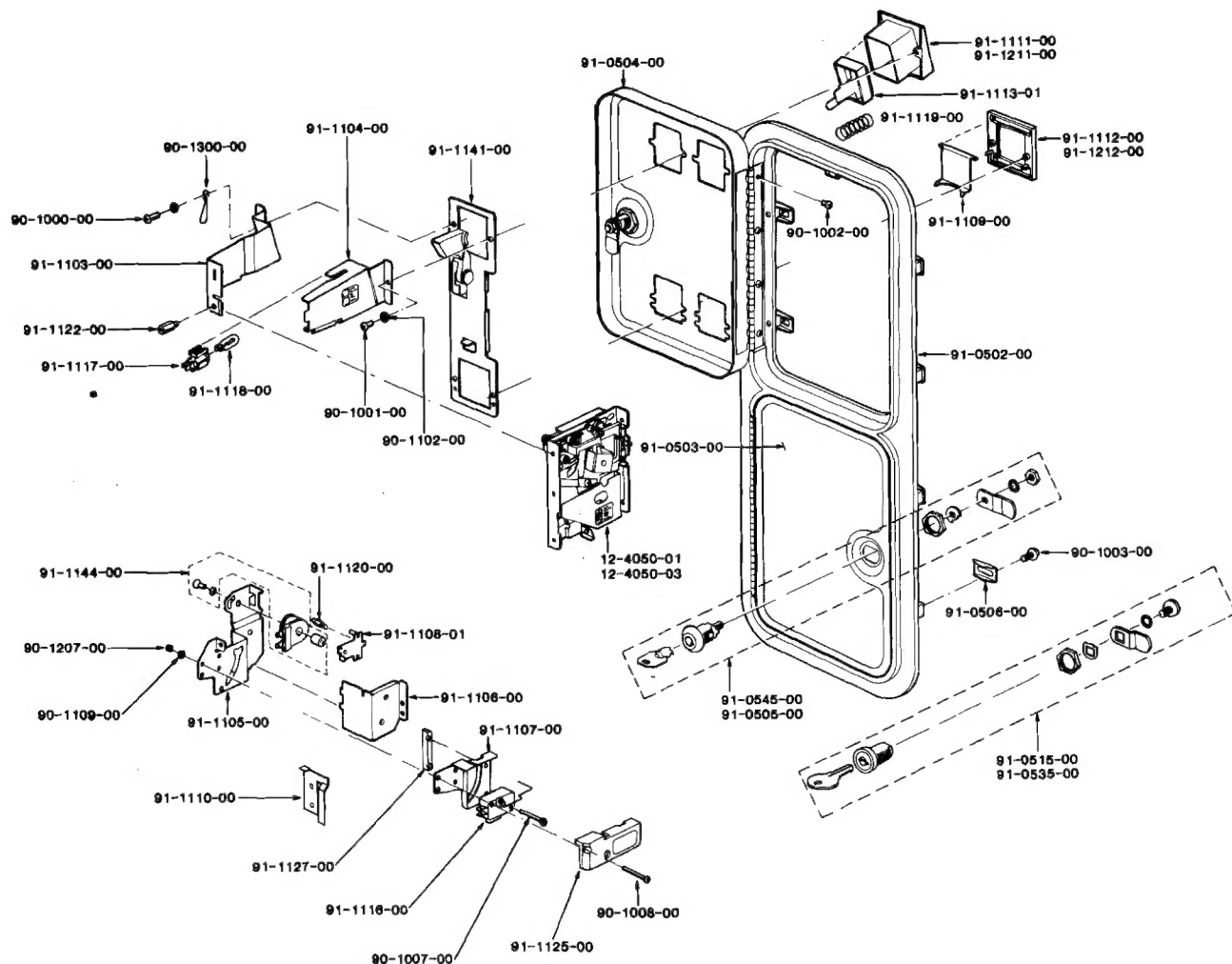
PARTS LIST

90-1030-00 Retaining Screw (#6-32" x .250")	91-3009-00 Gate	91-3023-00 Locknut-Magnet Holder
91-1036-00 Mounting Stud	91-3011-00 Cradle	91-3024-00 Screw-Magnet Holder
91-3001-00 Back Plate	91-3013-00 Magnet Holder with Magnet	91-3025-00 Screw Separator
91-3002-00 Reject Lever	91-3016-00 Gate Spring	91-3026-00 Washer
91-3003-00 Reject Lever Spring	91-3017-00 Gate Pin	91-3028-00 Cotter Pin for Anti-Stringing Device
91-3006-00 Cover Plate	91-3019-00 Separator	91-3029-00 E-Clip for Cradle
91-3008-00 Anti-Stringing Device	91-3022-00 Diameter Adjustment	



COMPLETE COIN DOOR ASSEMBLY

EXPLODED VIEW



PARTS LIST

12-4050-01 S-10 Acceptor Body US 25¢	90-1102-00 Washer for Bezel Screw	91-1103-00 Coin Inlet Lamp Side	91-1119-00 Button Spring
12-4050-03 S-10 Acceptor Body Canadian 25¢	90-1207-00 Nut for Microswitch Mounting Screw	91-1104-00 Coin Inlet Cover Side	91-1120-00 Lockout Spring
20-4177-00 Plastic Cash Box	90-1300-00 Keyhook	91-1105-00 Reject Cup Side Plate	91-1122-00 Retaining Screw for Acceptor Body
20-4179-00 Steel Enclosure	91-0502-00 Zinc Die Cast Frame	91-1106-00 Reject Cup Base Plate	91-1125-00 Clear Plastic Cover for Microswitch
22-1400-00 Locking Bar	91-0503-00 Lower Door	91-1107-00 Microswitch Bracket	91-1127-00 Plastic Switch Adjuster
24-1150-00 Wire Harness	91-0504-00 Upper Door	91-1108-01 Lockout Flap US 25¢	91-1141-00 Base Plate With Pivot and Stud
90-1000-00 Keyhook Bezel Screw	91-0505-00 Round Lock and Cam Assembly	91-1109-00 Reject Flap	91-1144-00 6 Volt DC Lockout Coil Assembly
90-1001-00 Bezel Screw	91-0506-00 Clamp	91-1110-00 Metal Switch Adjuster	91-1211-00 Zinc Plated Button Bezel
90-1002-00 Hinge Screw	91-0515-00 Flat Lock and Cam Assembly	91-1111-00 Black Button Bezel	91-1212-00 Zinc Plated Reject Bezel
90-1003-00 Clamp Screw	91-0535-00 Flat Lock and Cam Assembly	91-1112-00 Black Reject Bezel	
90-1007-00 Flat Head Microswitch Mounting Screw	91-0545-00 Round Lock and Cam Assembly	91-1113-01 Entry/Reject Button US 25¢	
90-1008-00 Panhead Microswitch Mounting Screw		91-1116-00 Microswitch (Black End Arm)	
		91-1117-00 Lampholder	
		91-1118-00 6 Volt Wedge Base Lamp	